

FAR OUT FAIRY TALES

SLEEPING BEAUTY

Magic Master

A GRAPHIC NOVEL

BY
STEPHANIE TRUE PETERS
ILLUSTRATED BY ALEX LOPEZ





FAR OUT FAIRY TALES

STONE ARCH BOOKS
a capstone imprint

INTRODUCING...



AURORA

THE GOOD FAIRY

YETI



THE BAD FAIRY

in...



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Summary: In a faraway land, a princess
named Aurora lives in a castle...
honing her magic amid a slumbering
kingdom! To save her subjects, Aurora
must concoct a potion made of
the rarest ingredients. Can Aurora
succeed in her epic quest, or will the
kingdom--and she--be doomed
to doze forever?

Designed by Hilary Wacholz
Edited by Abby Huff
Lettering by Jaymes Reed

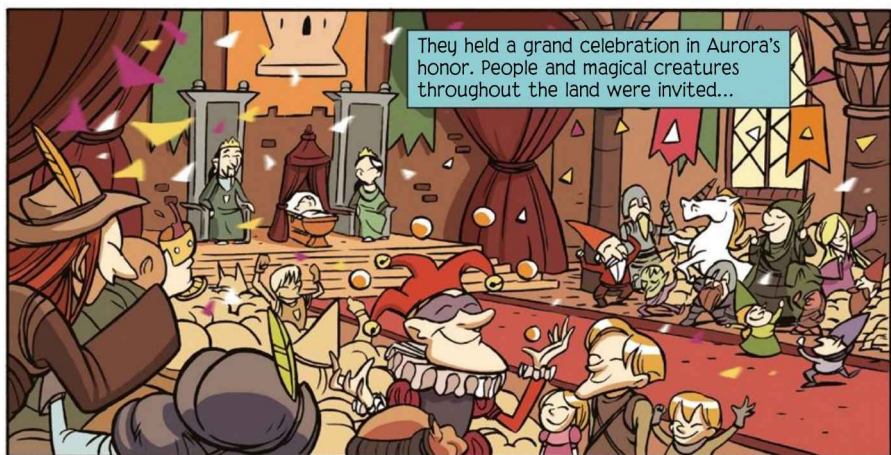
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SLEEPING BEAUTY **Magic Master**

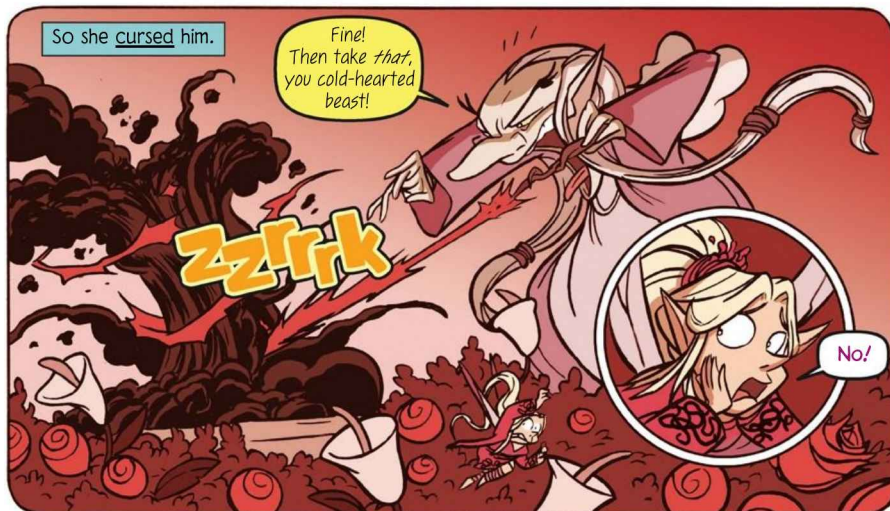
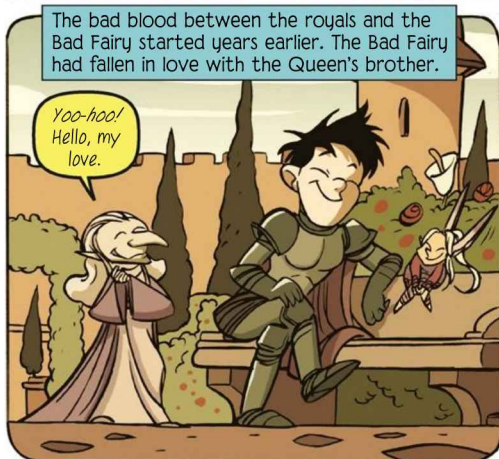
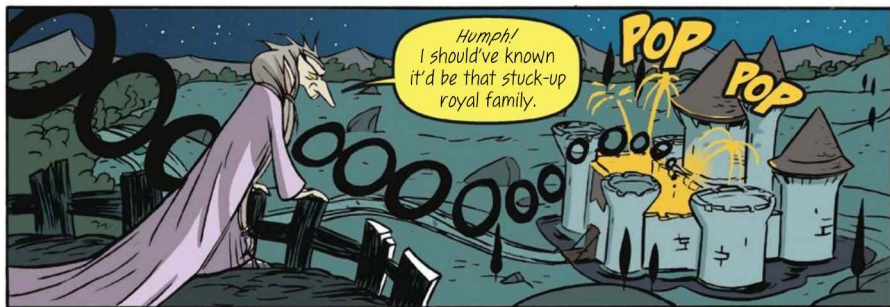
A GRAPHIC NOVEL

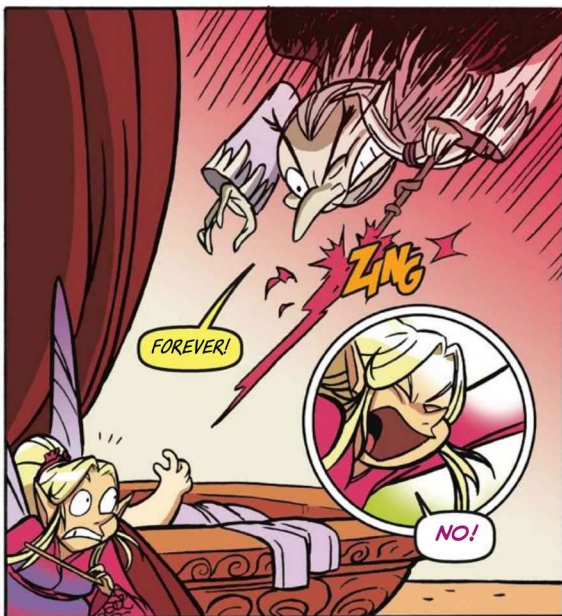
BY **STEPHANIE TRUE PETERS**

ILLUSTRATED BY **ALEX LOPEZ**











The Good Fairy's spell protected herself and Aurora, but the curse had shattered.

And the entire kingdom fell into a deep, unnatural sleep.





On her thirteenth birthday, she will fall under my curse!



The Good Fairy now knew what to give Aurora.

I give you the gift of magic.

Aaaah
ha ha!



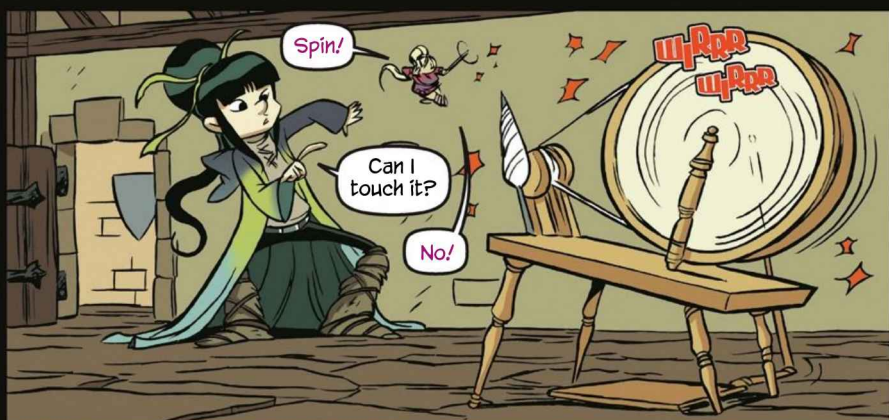
The fairy swept her protection spell into a cloak and wrapped it around the baby. The garment would help keep the princess safe.

One day, you will defeat the Bad Fairy's curse.

You will become a Magic Master!

SWOOSH!!!

From then on, the Good Fairy watched over Aurora.



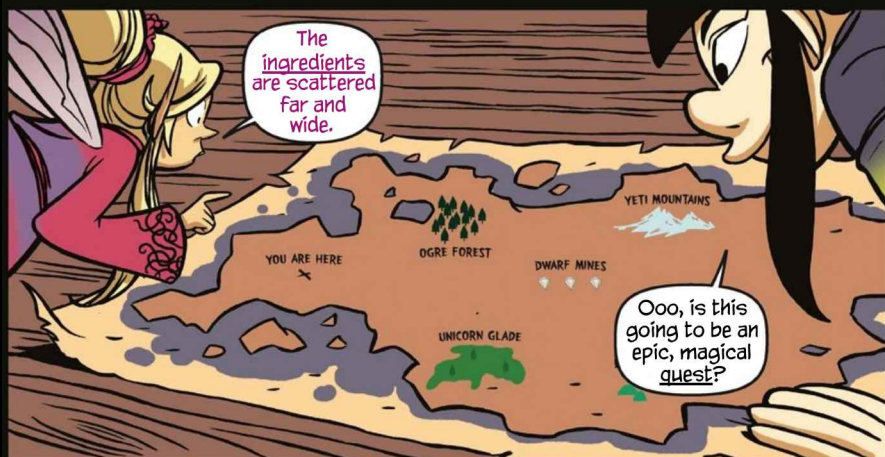
In time, Aurora learned to use her magic.



Sort of.















Aurora met many creatures on her journey.



Some helped her willingly.



Others needed a little magic to convince them to share.



And some needed a lot of magic to give her what she needed.



Each night, she checked more items off the recipe's list.



Troll blood,
frog eggs,
mystery
mist...

And each morning, she counted the days left until her thirteenth birthday.



Hurry,
hurry,
hurry!

At last, just one ingredient
and one day remained...



An icicle
from the
Yeti's cave.

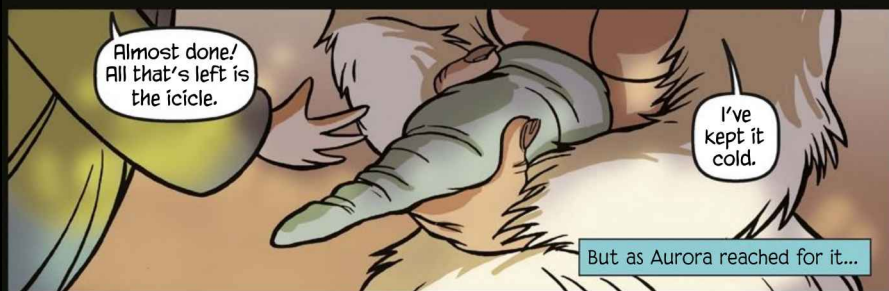


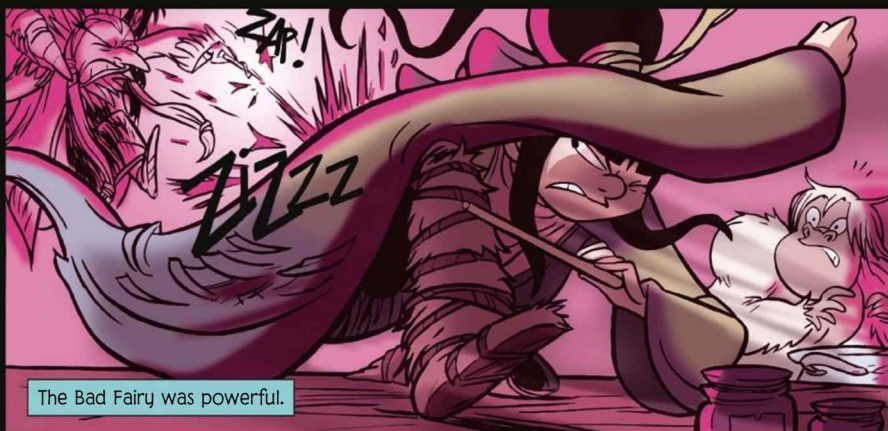






















ALL ABOUT THE ORIGINAL TALE!

Tales
of a sleeping
princess date back as early
as 1528. Although none of them
include a spell-casting heroine,
they do include plenty of curses!

In the 1697 version by French storyteller Charles Perrault, seven fairies are invited to celebrate a princess's birth. As the feast begins, an eighth, older fairy arrives whom no one remembered to invite. Six of the fairies grant the baby gifts of beauty, grace, wit, dance, song, and music. The old fairy, angry over being forgotten, casts a curse--the princess shall prick her hand on a spindle and die. But the seventh good fairy still has her gift. She softens the curse. Instead of death, the princess will sleep for one hundred years.

Sixteen years pass. One day, the young princess finds an old woman in a tower using a spindle. This woman didn't know that the king had long ago forbidden spindles. The princess pricks her hand and falls into a deep slumber. The seventh fairy returns to the castle and puts the kingdom to sleep so the princess won't be alone when she wakes.

One hundred years later, a prince hears the legend of the sleeping princess. He finds his way to the castle and inside discovers the girl. Overcome with her beauty, he kneels beside her bed. Just then, the hundred-year enchantment ends and the princess awakens. (In the version by the Brothers Grimm, a kiss breaks the spell.) Soon after, the rest of the kingdom wakes, and the prince and princess marry.

Most retellings of Sleeping Beauty's tale end with that lovely picture. But Perrault's story has a second part. In it, the prince's mother is an ogress. The wicked ogress plots to cook and eat the young couple's son and daughter.

When the ogress's plan is discovered, she throws herself into a vat of vipers.
Happy ending indeed!

A FAR OUT GUIDE TO THE TALE'S MAGICAL TWISTS!



In the original tale, fairies bless the baby princess with special gifts, like beauty and grace. In this story, the Good Fairy gives Aurora awesome magic powers!



Instead of taking a hundred-year nap, Aurora goes on an epic quest to save her slumbering kingdom!



A kiss breaks the curse in the original story. But in this far-out version, a miracle potion made of the rarest ingredients saves the day!



Aurora doesn't lie around waiting for a prince to help her. Instead, she rescues a long-lost prince!



VISUAL QUESTIONS

1



The space between comic panels is called the gutter. Why is the gutter turning from white to black? How does it connect to what's happening in the story? What happens to the gutter after page 31? Why?

2



Were you surprised that the Yeti was really the long-lost prince? Look back through the story, and write down at least two text clues and two visual clues that hinted at this secret.

3



At the start of the book, Aurora had trouble with magic. Do you think she's a magic master now? Why or why not?



Why does the Good Fairy tell Aurora to skip the spinning spell? If you need help with your answer, think about what happened when Aurora tried to cast the other spells, and also think about what happens in the original tale. Why do you think the creators included this scene?

What does the Bad Fairy think Aurora is feeling in this scene? How do you think Aurora is actually feeling? Talk about the reasons behind each of your answers.






AUTHOR

Stephanie True Peters worked as a children's book editor for ten years before she started writing books herself. She has since written forty books, including the New York Times best seller *A Princess Primer: A Fairy Godmother's Guide to Being a Princess*. When not at her computer, Peters enjoys playing with her two children, hitting the gym, or working on home improvement projects with her patient and supportive husband, Daniel.

ILLUSTRATOR

Alex Lopez became a professional illustrator and comic-book artist in 2001, but he's been drawing ever since he can remember. Lopez's pieces have been published in many countries, including the USA, UK, Spain, France, Italy, Belgium, and Turkey. He's also worked on a wide variety of projects from illustrated books to video games to marketing... but what he loves most is making comic books.



GLOSSARY

convince

--get someone to agree to do something

curse

--an evil spell meant to harm someone; to cast an evil spell

defeat

--beat or win victory over something or someone, such as in a war, fight, or contest

disintegrate

--break up or destroy

disturb

--bother or interrupt someone

ingredients

--items that are used to make something (like a miracle potion!)

potion

--a mixture that is meant to have special or magical effects

protection

--something that keeps a person or thing safe from harm

quest

--a long, often difficult, journey made in order to find something

steed

--a fast horse (or dragon!) that a person rides

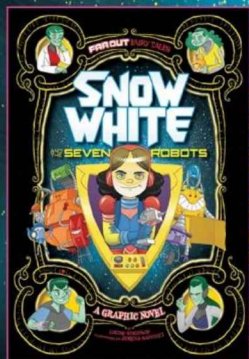
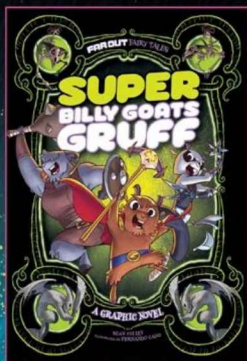
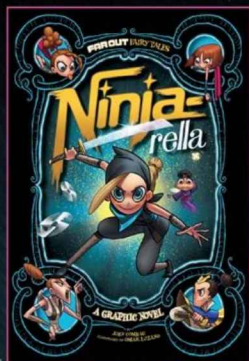
wicked

--very evil, bad, or mean

willingly (WIL)

--when you do something willingly, you're happy and ready to do it

AWESOMELY EVER AFTER.



FAR OUT FAIRY TALES



FAR OUT FAIRY TALES

Experience fairy tales like never before in this
far out series of full-color comic books for kids!



Ninja
rella

SLEEPING
BEAUTY
Magic Master

SNOW
WHITE
SEVEN ROBOTS

RED RIDING HOOD
SUPERHERO

When princess Aurora was just a baby, a wicked fairy cursed the realm with unending sleep. But a kind fairy had her own spell to cast—she saved the newborn and granted the girl the gift of magic! Now, Aurora is the only one who can awaken her subjects by concocting a potion made up of the world's rarest ingredients. Faced with strange places and fantastical creatures, can Aurora succeed in her epic quest, or will the kingdom—and she—be doomed to doze forever?

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